

Nintendo ENTERTAINMENT SYSTEM

Color Dreams
Customer Service

COLOR DREAMS, INC.
CUSTOMER SERVICE DEPARTMENT
2700 E. IMPERIAL HWY., BLDG. B
BREA, CA 92621

Color Dreams

Nintendo

ENTERTAINMENT SYSTEM



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MASTER CHU AND THE DRUNKARD'S CONTROL SUMMARY

Controls

| | |
|------------------------|---|
| Left and Right Arrows: | Move Master Chu in the indicated directions. |
| Up Arrow: | Push the Arrow to jump. |
| Button A: | Push Button A to fire. |
| Button B: | Raises the bar or the lock to block shots from enemies. |
| Start Button: | Starts the game. Also freezes the game. |
| Select Button: | Selects options on the screen. |

Special Objects

| | |
|----------------------------|---|
| Symbol of Harmony: | Collect 8 symbols to complete each world. |
| Flaming Key of Freedom: | After defeating the boss between worlds, collect the key to enter the next world. |
| Scroll of Knowledge: | Shows double or triple shooting capabilities. |
| Pearl of Power: | Replenishes the bar by 2 rounds. |
| Living Strong: | Replenishes the bar completely. |
| Amulet of Invulnerability: | Makes Master Chu invulnerable for several seconds. |
| The Sacred Box: | Shows you an extra life. |

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MASTER CHI AND THE DRUNKARD HU A Introduction

Return to a mythical time in the Far East, when the legendary Chinese-Twin Shiva, God of destruction, cursed your village with fearsome evil spirits. Despaired by repeated failures to drive out Shiva's evil demons, your best friend, Master Hu, has turned into a drunkard. You, Master Chi, must search through hostile palaces and temples to find and destroy the four armed incarnation of Shiva. If you could use, just ask your roommate, the Drunkard Hu to help out. Playing together can be a lot of fun!

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PRECAUTIONS

- 1) Store at room temperature. Do not subject to environmental extremes.
- 2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
- 3) Keep contacts clean (do not touch them, and store the cartridge in its box when not in use).
- 4) Do not try to open or disassemble the cartridge.
- 5) Do not sit too close to your television.
- 6) Do not clean the cartridge with chemical agents.

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B. GAME CONTROLS

Left and Right Arrows: Move Master Digi in the indicated directions.

Up Arrow: Push Up Arrow to jump.

Button A: Push Button A to fire a shot.

Button B: Pulls the Flare or the Rods to block shots from enemies.

Select Button: Selects either one or two player mode. Also allows the player to continue a new game from the current world. You are only allowed to continue 3 times. If you game beyond the 8th world, selecting continue will always put you back to the 8th world.

Start Button: Starts the game. The Start Button is also used to freeze the game during play.



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III. GAME MECHANICS

There are a total of 10 worlds and you are allowed 3 lives per player per game. In the first 7 worlds you must find and collect the 8 Symbols of Harmony. When the symbol counter reaches 8, you will be lifted and transported to that with the boss in that world. You must defeat the boss and hold the key which will open the door to the next world. World 8 and 9 permit you to challenge the bosses directly. World 10 is where you will encounter the Supreme Twin Dragon Dragon.

Master Ota and his partner (an optional second player), the Duckard Ho, each starts with 12 units of life force. Every time the Master is hit or comes in contact with an enemy, the life force is reduced by 2 units. If the life force is fully depleted and the Master is hit again, you loose a life.

IV. DOUBLE PLAYERS

The game features simultaneous play for two players. If you are playing a double players game and one player loses all three lives, he must wait for the other player to finish. Upon the end of a double players game, both players will be given the option to continue. When the players are too far apart from each other, the screen will stop scrolling until one player moves away from the edge of the screen. This way both players will always remain on the screen.

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SYMBOL OF HARMONY

Try to find these items by shooting into dark holes or directly at objects.

Symbol of Harmony - When you have collected a total of 8 symbols, you will then earn your right to challenge the holes. The symbol counter is at the bottom of the screen.



SCROLL OF KNOWLEDGE

Scroll of Knowledge - Allows double or triple shooting capabilities.



ARLET OF INVULNERABILITY

Arlet of Invulnerability - Makes you invincible for several seconds.

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4 SPECIAL ITEMS (Continued)



PEARL OF POWER



LIVING GEMSING



THE SACRED BOX



FLAMING KEY OF FREEDOM

Pearl of Power - Regenerates your life force by 2 units.

Living Gensing - This fast runner belongs to a rare and valuable species which can help regenerate your fading life force. Catch them before they get away.

The Sacred Box - Collecting this treasure will get you on track to... See which stage you get to first.

Flaming Key of Freedom - Unlocks the secret passage to the next world.

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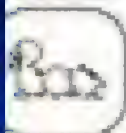
Game Boy Advance - One way from the comfort of home will connect your GB Advance by 2 cables.

NON-CONTENT



Game Boy - Changing from the old to the new. These software products show you the way to surprise.

Game Boy Advance



Game Boy Color - A whole generation of Game Boy Color can play your Game Boy Color. Game Boy Color before they fall from your hands.

Game Boy Advance

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15. ENEMY CONTROLS



DRAGON

Dragon - Flies in enemies and can use double to breathe fire.



FISH

Fish - Moves in the way to avoid the fish enemy.



SMALL ENEMY

Small enemy - Use your eyes, for they enemy enemy can easily catch you if you are not careful.

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VI. ENEMY (Common)



PARATROOPER



FIRE CUNCH



BEASTIE BUMP



ELECTRICAL DUMB



GOLEM



CANNON BLASTER



ARROW



GREAT BALL OF FIRE



LIGHTNING BOLTS

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WE SCROLL

These are the characters you will encounter in the adventure.



STUMP STUMPER



BLANK



GRAND ADVENTURE



BLANK



(1/2) (1/2)

1/2



(1/2) (1/2) (1/2)

1-800-4-A-STAR

[illegible]

- Answer the reading terms
- Answer the MCQs, except the choice
- Make the MCQs for the answer
- Play the MCQs, a different order in the MCQs, except the answer

Abstract: The main objective of this study is to analyze the impact of the implementation of the new accounting standards on the financial statements of companies in the construction sector. The study is based on a sample of 100 companies, and the results show that the implementation of the new standards has led to a significant increase in the transparency and reliability of the financial statements, as well as a reduction in the risk of fraud and misstatement. The study also highlights the importance of the role of the accounting profession in ensuring the quality and integrity of the financial statements.

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[illegible]

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60-DAY LIMITED WARRANTY

Coleco Designs, Inc. (MANUFACTURER) warrants to the original purchaser that this Coleco Designs Game Cartridge (CARTRIDGE) shall be free from defects in materials and workmanship for a period of 60 days from the date of purchase. It is limited (covered) by this warranty account within the warranty period, Coleco Designs will, at our option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE:

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and send the box.
2. include a note stating description of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 60-day warranty period to: COLECO DESIGN, INC. CUSTOMER SERVICE DEPARTMENT 2701 E. SUPERIOR, AVE., ELKHART, IN 46524, U.S.A.

This warranty shall not apply if the CARTRIDGE

has been damaged by negligence, accident, modification, tampering, unauthorized use, or by other causes considered a selective failure or wear-and-tear.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Coleco Designs be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are void in the United States only. Some states do not place limitations on how long an implied warranty lasts in exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. The warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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MASTER CHU AND THE DRAGONARD VS EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ (Please e-mail) _____

| Comments (Please) | Character | Game | Graphics | Sound | Overall |
|--|-----------|------|----------|-------|---------|
| 1. Game is enjoyable, interesting, novel | 1 | 2 | 3 | 4 | 5 |
| 2. Characters with unique traits (not only physical, but) | 1 | 2 | 3 | 4 | 5 |
| 3. Characters with all different abilities | 1 | 2 | 3 | 4 | 5 |
| 4. Game is smooth, easy to play, intuitive, enjoyable | 1 | 2 | 3 | 4 | 5 |
| 5. Graphics (style, image, animation) | 1 | 2 | 3 | 4 | 5 |
| 6. Sound effect is good, beautiful sound, interesting | 1 | 2 | 3 | 4 | 5 |
| 7. Overall the game is: (too easy) ... 5 (too difficult) | 1 | 2 | 3 | 4 | 5 |
| 8. Please fill in the last 2 items: (a) Name ... (b) Title | 1 | 2 | 3 | 4 | 5 |

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